

USER MANUAL

KEEPFOREST RISENGE PRO & CORE



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1. OVERVIEW

Thank you for purchasing the newest product of Keepforest. Risenge is a huge source of thrilling rises, heart-stopping suckbacks, dramatic build-ups, and downfalls, in combination with a collection of cinematic hits, the library will take the tension and dynamic of your composition to a whole new level. Sounds powered by Keepforest and Boom Library.

Like all the previous releases, the Keepforest team put their heart and soul to the sound design works of Risenge, from the recording of source materials to the finished product to make sure that music producers from all over the world will have in their hand a cinematic sound library of the highest quality.

1.1 SPECIFICATIONS AND SYSTEM REQUIREMENTS

- Kontakt 6.0.x or newer required. NOT COMPATIBLE WITH FREE KONTAKT PLAYER
- 48 kHz (96KHZ) / 24bit
- Komplete Kontrol integrated (NKS-ready)
- 8 GB of samples (Pro version)
- 3 GB of samples (Core version)

1.2 INSTRUMENT PATCHES

The Pro version contains 5 patches:

- **Combined** – Main instrument with designed effects and layers for deep sound design.
- **Layers & Hit** – Instrument with only sound layers and hit layers for creating sound effects from scratch.
- **Rise & Hit** – Instrument with designed rises, layers and hits for creating rise sound effects.
- **Suckback & Hit** – Instrument with designed suckbacks, layers and hits for creating suckback sound effects.
- **Whoosh & Hit** – Instrument with designed hits and hit layers for creating cinematic whooshes and hits.

The Core version contains 3 patches:

- **Combined** – Main instrument with designed rises, suckbacks and hits.
- **Rise & Hit** – Instrument with designed rises and hits for creating rise sound effects.
- **Suckback & Hit** – Instrument with designed suckbacks and hits for creating suckback sound effects.

2. MAIN INTERFACE OF RISENGE

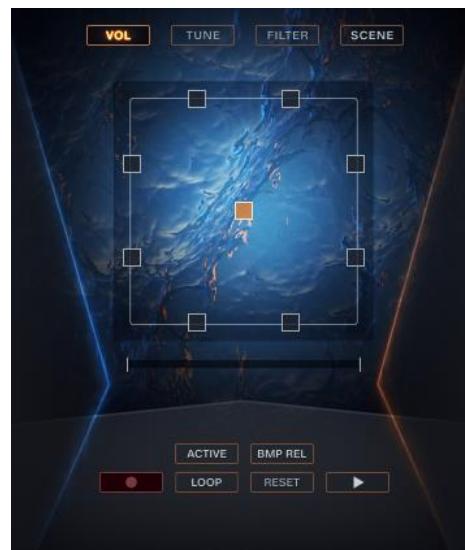
There are eight units for samples in Risenge with a waveform menu and a set of tools for editing the samples. Each unit can be set to certain types of layers in the random formula setting menu (see section 4).



On the top is a group of presets menu, buttons for copy and paste sounds and settings from one to another key, formula settings, buttons for randomizing samples of a key or the whole kit.



In the center is the XY PAD for Volume, Tune, Filter, Scene.



On the bottom of the instrument, we can find a group of global ADSR envelope, cutoff filter, delay, and reverb. And in the middle, a sample sequencer with different settings.



In Risenge, the keyboard is divided into two regions, the red region on the left is for pitching and the blue region is 7 keys for sound effects.



Note: In the main interface, you can mute, solo, play, change the volume of all units at the same time by holding Alt (Mac – Option) key.

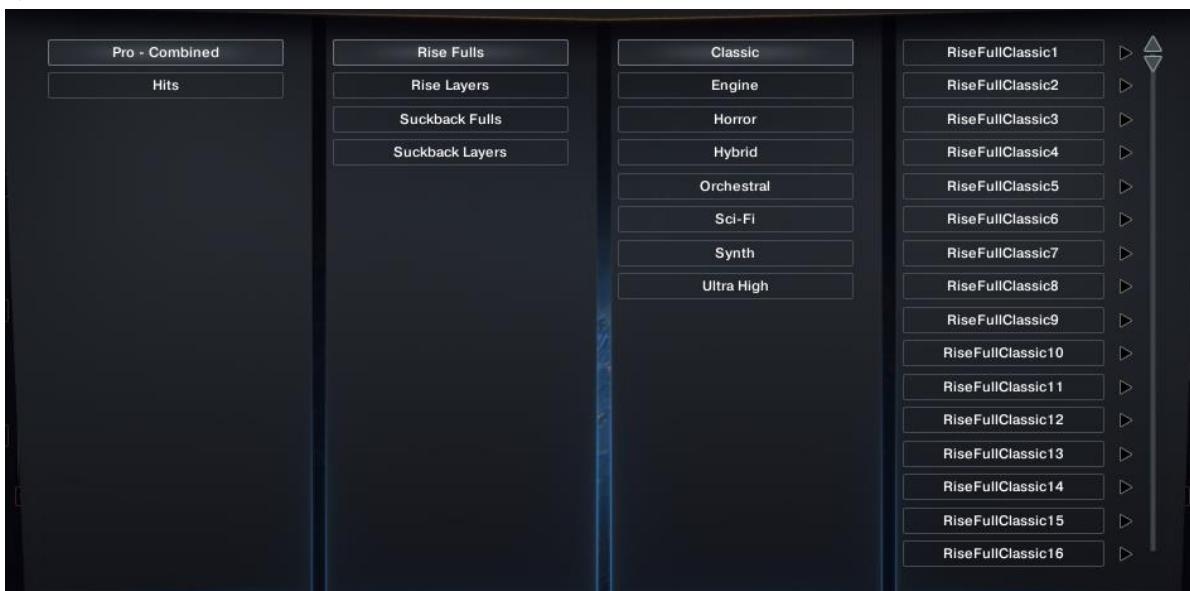
2.1 SAMPLE UNITS

There are 2 groups of units with Blue and Orange colors.

Alt (Mac – Option) + LMB on the waveform – Randomizes a sample in any sample categories selected in the formula settings

Alt (Mac – Option) + LMB on the sample name – Randomizes a sample from the same category.

Click on the sample name to open the sample browser menu. Click on the Play button to play the sample.



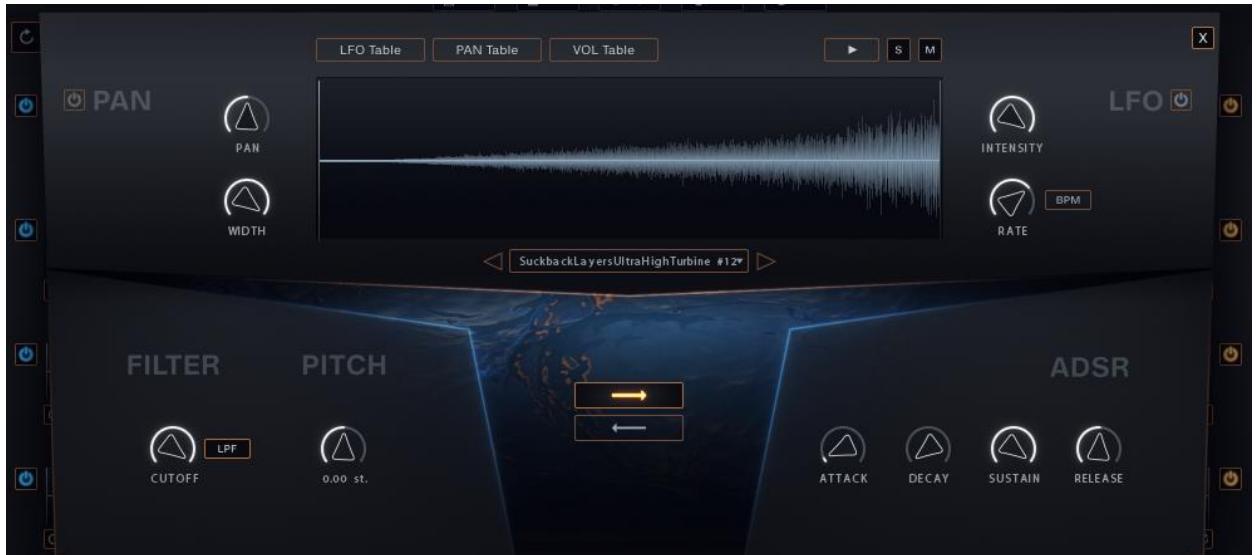
The Waveform has the left and right locators. By default, locators are located at the very beginning and end of the sample. By moving the locators horizontally, allows you to select the starting location of the sample.



2.1.1 Parameters of the units:

-  – Sample playback
-  – Solo
-  – Mute
-  – Automation (use **RMB** to draw a straight automation line)
-  – Smooths out the automation curve
-  – Advanced settings
-  – Resets the settings to default
-  – Volume

2.1.2 Advanced settings menu:



Here we can browse and select a sample from the source sample menu, apply low pass or high pass filter, change the pitch of the sample and configure the ADSR envelope. Playback mode selection: normal and reverse .

NOTE: By pressing Alt (Mac – Option) while adjusting any parameter of the advanced settings in a unit allows you to synchronously adjust this parameter in all other units.



PAN mode

- **On/Off** – enables or disables the panorama settings
- **Pan** – controls the amount of panorama
- **Width** – controls the width of the panorama

LFO mode

- **On/Off** – enables or disables the LFO settings
- **Intensity** – controls the intensity of LFO
- **Rate/Freq** – controls the rate or frequency of LFO. You can change between rate and frequency by pressing the BPM button.

LFO, PAN, VOL Tables

In the Table window, you can draw automation for the LFO, PAN, and VOL. Use **RMB** to draw a straight automation line. You can smooth out the automation line using  button and reset the automation using the  button. It is also possible to copy the automation curve of a unit and paste it into another using the copy and paste buttons.

2.2 PRESET MENU

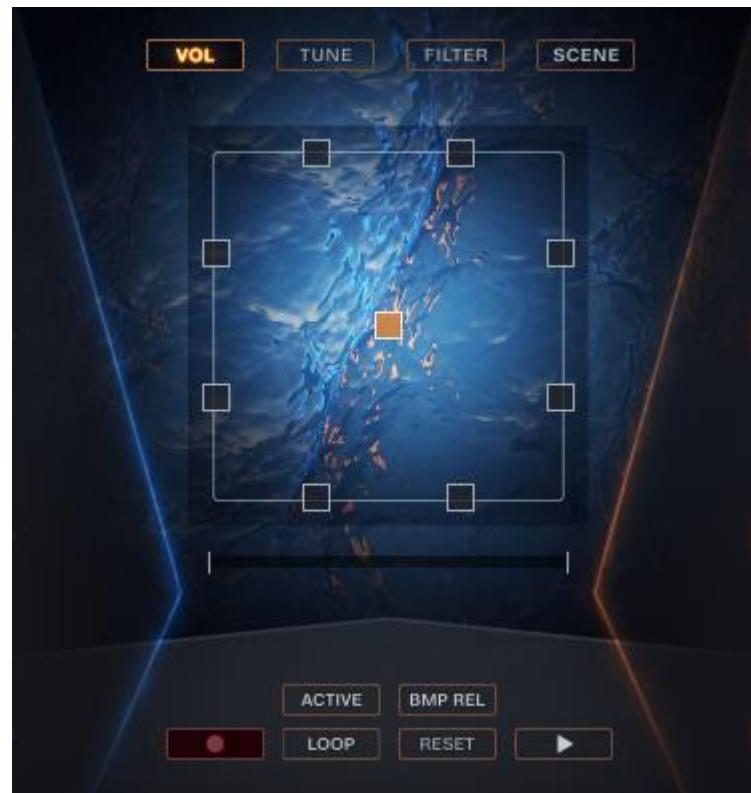
You can open the preset menu by pressing the Load presets here on the top of the main interface. In this menu are Keepforest presets and a folder for User presets. After creating a sound, you can save, load and delete a preset. All Keys Mode – Preset for the whole kit. One Key Mode – Preset for a specific key.



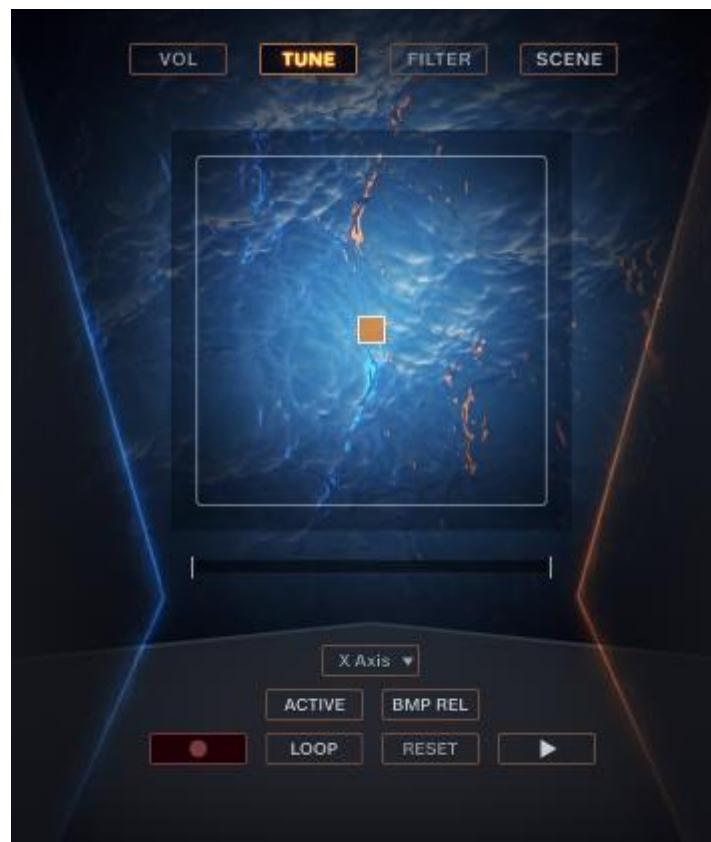
2.3 XY PAD

On the XY pad, there are 8 points that are linked to the corresponding 8 sample units. This function allows you to control a dynamic balance between sample units for creating cinematic morphing effects by moving around the cursor.

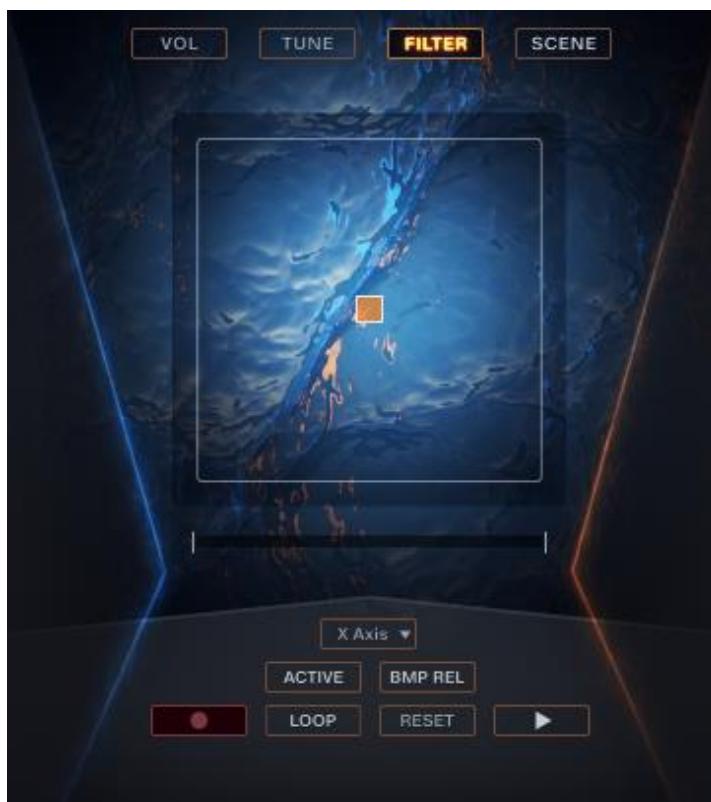
VOL mode: Move the center cursor around the windows to create volume morphing effects. The closer to a sample the louder it sounds.



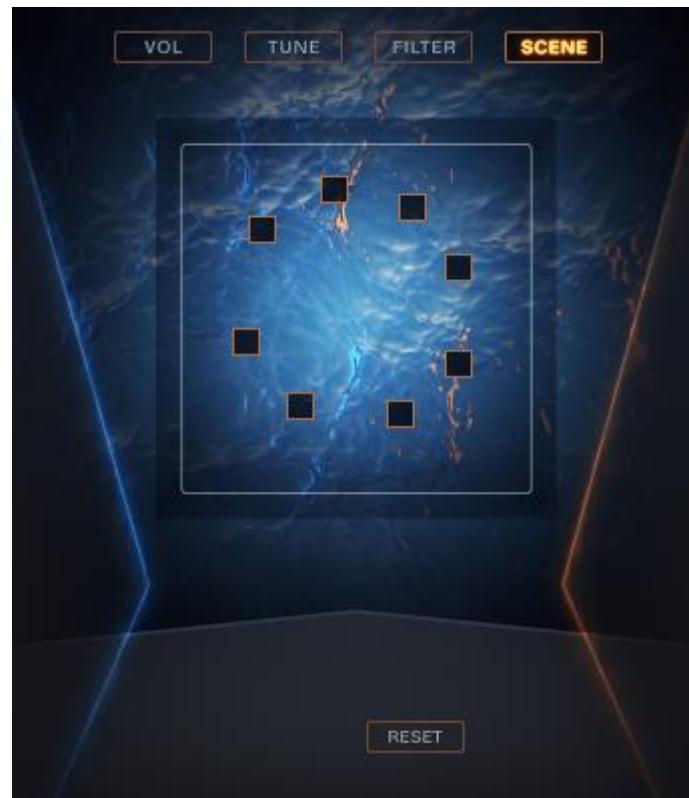
TUNE mode: Changing the pitch of the sample with the XY pad. You can change the axis of the movement to X or Y.



FILTER mode: Applies filter to the XY pad. You can change the axis of the movement to X or Y.



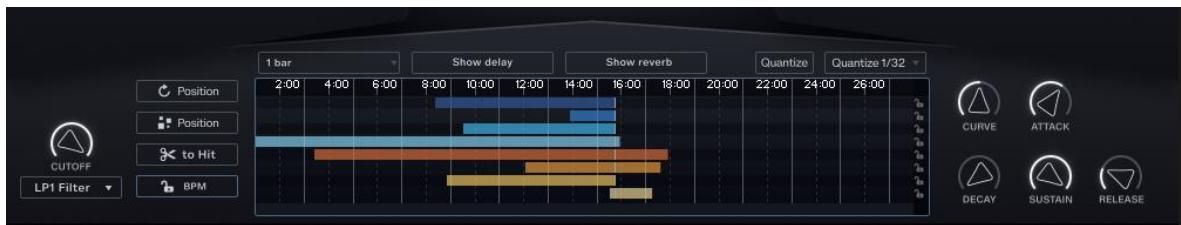
SCENE mode: Placement of samples in the stereo field. You can make sounds closer or farther by moving the points.



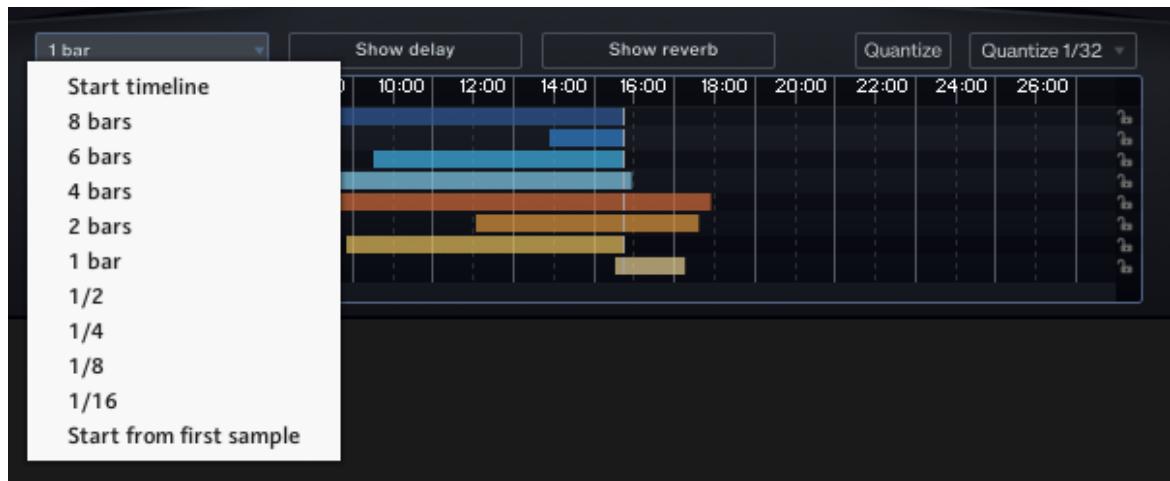
-  - Activates or deactivates the XY pad
-  - Records the XY movement
-  - Loops the XY movement
-  - Links the XY movement to DAW's tempo
-  - Resets the XY movement
-  - Plays the XY movement

2.4. SEQUENCER

This is the sequencer of Risenge. You can create cinematic buildups, downfalls, exciting rises just by placing the layers in a different position in the grid. The blue lines are the samples of the blue units, the orange lines are the samples of the orange unit. Click on the lines and move to change their position.



In this menu, you can choose the starting point of the composition.



Quantization settings.



- ↻ Position – Resets the position of the layers
- Position – Randomizes the position of the layers
- ✂ to Hit – Cuts the layer's tail to the Hit
- BPM – Lock the sequencer to the project's tempo

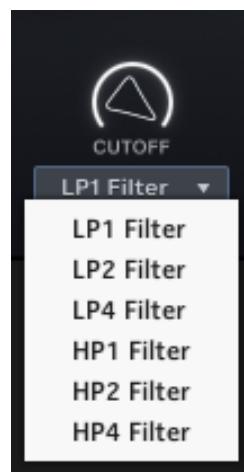


Press the small lock icon on the right side to lock the position of a layer on the timeline, which allows you to change the effects in the selected unit without changing its position. Press **Alt (Mac – Option) + LMB** to lock all the layers.



2.5 GLOBAL ENVELOPE, FILTER, AND EFFECTS

2.5.1 Global cutoff filter with LP and HP modes



2.5.2 Global ADSR envelope



Curve – Variable curve form of the attack.

Attack - How quickly the sound reaches full volume after the sound is activated (the key is pressed).

Decay - How quickly the sound drops to the sustain level after the initial peak.

Sustain - The “constant” volume that the sound takes after decay until the note is released. Note that this parameter specifies a volume level rather than a time period.

Release - How quickly the sound fades when a note ends (the key is released).

2.5.3 Delay

Build-in delay with 3 modes. In the first mode, you can choose between Modern, Analogue, Tap, Vintage, Diffusion delay types for creating depth and space.



- **On/Off** – Enables or disables delay
- **Time** – sets the time between the input signal and the delayed signal
- **Feedback** – controls the number of repeating echoes
- **Low Cut** – cuts the low frequencies of the delay signal
- **High Cut** – cuts the high frequencies of the delay signal
- **Depth** – controls the depth of the echoes
- **Rate** – controls the rate of feedback
- **Saturation** – saturates the delay signal
- **Dry** – controls the volume of the dry signal
- **Wet** – controls the volume of the wet signal

2.5.4 Reverb

Convolution reverb with a set of impulse response profiles.



- **On/Off** – enables or disables the reverb
- **Pre Delay** – controls the delay time between input and processed signals
- **Early IR Size** – controls the size of the early impulse response
- **Early Low Pass** – cuts high frequencies of the early impulse response
- **Early High Pass** – cuts low frequencies of the early impulse response
- **Late IR Size** – controls the size of the late impulse response
- **Late Low Pass** – cuts high frequencies of the late impulse response
- **Late High Pass** – cuts low frequencies of the late impulse response

- **Dry** – controls the volume of the dry signal
- **Wet** – controls the volume of the processed signal

3. CREATE AND MODIFY RANDOM FORMULA



You can create your own unique formula for randomizing sound effects. To do this, we select 8 units for the layers that we will use to create our effects. For example, we want to create a random formula for Hybrid Suckbacks and Hits.

With the **Alt (Mac - Option) key** held down - select all units. You can select several sound categories by pressing **Ctrl (Mac – Cmd) + LMB**



Now we affect all modules at once. Using the same **Alt key (Mac – Option)**, we clear all selected layers in the units. We select in each unit those layers that are suitable for our

effect. We can set the ratio of selected categories by adjusting the numbers on the right side (the lower the number, the fewer samples from that category will be randomized).



Now select the layers to create the Hit.



After that, go back to the main menu and randomize a key  or the whole kit , we will have a kit of Hybrid-style Suckbacks and Hits, randomized based on the categories of layers you selected in this menu. You can always tweak the sounds to taste later. You can save your formula by clicking on , load  or randomize the settings .

4.CREDITS

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Recording location: Keepforest Studio, Minsk, Republic of Belarus

KEEPFOREST THANKS

Thank you so much for purchasing and supporting our products. We are dedicated to making the most enriching experiences for composers and sound designers and hope you have as much fun using it as we did while creating this product. We value your trust in our company, and we will keep doing our best to meet your service expectations.

If you have any questions concerning our products, please feel free to send them to support@keep-forest.com. Again, thank you for your purchase.

With much love,

Arseni Khodzin
CEO of Keepforest LLC